# http://images.wikia.com/runescape/images/7/72/Tztok_jad-14152849.gif2012 Comp 1 Skeleton Code: Monsters

1. ~~Create new Comp1 folder in your Home Area~~
2. ~~Go to Shared Area: download all files and save to Home Area~~
3. ~~Open Skeleton Code.~~
4. ~~Copy all. Paste into new project.~~
5. Run the program
   1. Try each option
   2. Make notes of issues below

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| --- | --- |
| Problem | Improvement needed |
| Player position, monster position, flask position is defined as a local variable and have to pass the parameter every time it have to be used | Make Player position, monster position, flask position become a global variable and then it can be used in anywhere |
| The training game have a fixed position of the trap and monster and flask position, the player may remember the pattern and not try by himself | Make the position random but show the trap/ monster and the flask location visible |
| N , E, S, W is not commonly used | Use W A S D in keyboard instead |
| North, East, south west | Use up down left right instead |
| Case captial |  |
| After playing training ground monster disappeared? |  |
| Training ground no t and f |  |
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1. Identify each Structure, Procedure and Function below:

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| Function or procedure | Name | Purpose | Issues |
| Sub | Main() | Select Case of the Menu |  |
| Sub | DisplayMenu() | The display of the menu |  |
| Function | GetMainMenuChoice() |  |  |
| Sub | ResetCavern( |  |  |
| Function | GetNewRandomPosition() |  |  |
| Sub | SetPositionOfItem |  |  |
| Sub | SetUpGame |  |  |
| Sub | SetUptrainingGame | Define the position of the trap monster flask and player |  |
| Sub | LoadGame() | FileGet |  |
| Sub | SaveGame | FilePut |  |
| Sub | DisplayCavern | Make up a grid |  |
| Sub | DisplayMoveOptions() | Display of move option |  |
| Function | GetMove() | Detect the enter of letter |  |
| Sub | MakeMove | Action after enter NSWE |  |
| Function | CheckValidMove | Check the letter =NSWE or not |  |
| Function | CheckIfSameCell | Check is it eaten (lost?) |  |
| Sub | DisplayWonGameMessage() | Display of won message (flask founded) |  |
| Sub | DisplayTrapMessage | Display of trap message (Eaten) |  |
| Sub | MoveFlask |  |  |
| Sub | MakeMonsterMove |  |  |
| Sub | DisplayLostGameMessage() | Display of lost message |  |
| Sub | PlayGame |  |  |
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1. Comment each module to understand it’s detail
2. Suggest Improvements\ Extensions:

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| Item \ Proc \ Func with Line No if apt | Problem | Improvement |
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